

<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dress Down</div><div><div>1</div><div>U</div></div></div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lórien Revealed</div> <div>Sorcery</div> <div>Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lórien Revealed</div> <div>Sorcery</div> <div>Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nulldrifter</div> <div>Creature -- Eldrazi Elemental</div> <div>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nulldrifter</div> <div>Creature -- Eldrazi Elemental</div> <div>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div> Nulldrifter 7 </div> <div> Creature -- Eldrazi Elemental </div> <div> When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nulldrifter 7 </div> <div> Creature -- Eldrazi Elemental </div> <div> When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Phyrexian Dreadnought 1 </div> <div> Artifact Creature -- Phyrexian Dreadnought </div> <div> Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. </div> <div> 12/12 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Phyrexian Dreadnought 1 </div> <div> Artifact Creature -- Phyrexian Dreadnought </div> <div> Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. </div> <div> 12/12 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Phyrexian Dreadnought 1 </div> <div> Artifact Creature -- Phyrexian Dreadnought </div> <div> Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. </div> <div> 12/12 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Phyrexian Dreadnought 1 </div> <div> Artifact Creature -- Phyrexian Dreadnought </div> <div> Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. </div> <div> 12/12 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Plains </div> <div> Basic Land -- Plains </div> <div> ({T}: Add {W}.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Ponder U </div> <div> Sorcery </div> <div> Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Prismatic Ending</div><div><div>ⓧⓈ</div></div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Prismatic Ending</div><div><div>ⓧⓈ</div></div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Prismatic Ending</div><div><div>ⓧⓈ</div></div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div>	<div><div><div><div><div><div></div><div>Prismatic Ending</div><div><div>ⓧⓈ</div></div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>
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<div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteland

Land

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{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest (1)(W)

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest (1)(W)

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1UU)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Force of Negation</div><div>1UU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hydroblast</div><div>U</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Null Rod</div><div>2</div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Prismatic Ending</div><div>XW</div></div><div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Stifle</div><div>U</div></div><div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Surgical ExtractionBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of the SkiesXWW</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of the SkiesXWW</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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